



WARREN
MAGAZINE
VAMPI
#86

A DEMON FROM THE EAST STRIKES DOWN...

VAMPIRELLA

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Wampi's Scarlet Letters

IN A DISCO VAMPI'S COSTUME IS DE RIGUEUR!

I personally thought VAMPIRELLA #84 was your best issue ever. I realized all you're trying to do is entertain us, and did you ever! And Steve Nemes' magnificent cover was only one-south of that masterpiece of a magazine.

Fairly, it really was a pleasure to read Bill DuBay's 17-page epic, "Phantasmagoria of Terror." This VAMPIRELLA work is not as raunchy as his work for 1994. Most of the other readers and I are hoping VAMPIRELLA, EERIE and CREEPY won't become "underground comic books" with strips containing brutal language and indecent exposure. However, this sort of thing does not appear in most of the Warren magazines though they're sometimes a little too "adult" for my taste.

VAMPIRE would have deserved each of the seventeen pages that was devoted to her by virtue of the incredible artwork of Jim Jones and Rudy Nemes. You might say they're a little bit of all of the other VAMPIRELLA artists combined—like a conglomerate of Jose Gonzalez, Pablo Marcos and Gonzalo Mayo, but I for one feel Jones and Nemes are a little better because of their unacknowledged style.

The other stories were a bit surprising. Before I bought #84 I thought I'd get the usual junk from some mad comic book. (But of course, the Warren magazines are not comic books at all; they are comic magazines. Comic books are merely small-sized, 17-page mini-magazines published by Marvel, DC, Harvey, etc.) Comic Magazines bring us stories like the *Nicole Cutler* or *Orin* "Vampire Bitch," a glowing achievement in comic entertainment today!

"Steak-Out" was very much "okay," but somehow confusing, even mad. Abel Laxman's art for *Gonzalo Mayo*'s (there's a similar, right?) was an enjoyable story however.

"Final Act" was the best thing Pizama drew since he came to Warren! And "Native Strain" happens to be the very best story drawn by Val Mayerick and Jeff Esley since "Willie Jane Gormley." Yes, was it ever. It needs no more comment.

Overall #84 was very much above average, and if I knew Warren, you'll keep up the great work.

NAPOLEON ZIMOVSKY
Paterson, N.J.

All right, I don't know where you keep finding these boozes, but I wish you would stop it. I refer to the latest VAMPIRE artists Jim Jones and Rudy Nemes.

REX JOYNER
Teme Haute, Ind.

I just finished reading VAMPIRELLA #82 and I have one complaint: Don't put joke lines into VAMPI's dialogues. They don't fit! It's not that they aren't good, it's just that they aren't her.

The cover of #82 was beautiful! I think that Jose Gonzalez should be the only one to draw VAMPI. No one else can draw the people in VAMPI's stories like he can.

Not only was the cover good, but all the backup stories were good too. I was especially glad to see Adam and VAMPI back together again.

GILBERT RIOS
Brooklyn, N.Y.

The two VAMPI stories in #83 were completely unrelated to the cover. In addition the quality of the scripts by Flaxman Low were nowhere near those of Bill DuBay. But Low did manage to affect me when he had the Sun God embrace VAMPI. That made me jealous!

I haven't seen cover art on a VAMPI that was as magnificent as the Jose Gonzalez/Kim McGuire collaboration in years.

The cover of #82 was also extraordinary.

"Second Childhood" by Gonzalez was what I have come to expect from Warren magazines. Ramon Torrent's fine art work was combined with Bruce Jones' finely structured story and the result was a sure winner.

RAY BOYCE
Aurora, S.C.

I've been with VAMPIRELLA since issue #8. During those early years VAMPI's adventures were much more wholesome than they are now. The worst of it began about the time VAMPI arrived in Hollywood. Now with the introduction of *Discosomnia* in VAMPIRELLA #84 it really seems like the series is sinking fast. Maybe Bill DuBay had better pass the job of VAMPI story writer to someone else, at least for a while. DuBay's too caught up with these current themes of Sex, Women's Lib, Macho and Orco to create a really stimulating, supernatural mood. In short—the atmosphere the series once possessed is gone.

Another thing which affects the stories is DuBay's irresponsible urge to add those tired annoying gag dialogues, especially with Pen.

Well, maybe the 1980's will bring some change.

R.A. ZIERS
Bloomfield, N.J.

"In a disco no one can hear you scream," reads the cover blurb on VAMPIRELLA #84. On a statement like that, I have no comment... no comment at all!

Actually, I rather enjoyed "Phantasmagoria of Terror." While realizing that turning VAMPI into a disco-doll isn't exactly the greatest thing that Bill DuBay has ever done with her, it is preferable to her being a Hollywood starlet. The fact that Tinseltown and the movie business were not mentioned even once, is reason enough to praise the story. (And I gotta admit, a discotheque is one place where that costume of hers would cause no stir at all.) I'm just too relieved to complain... for now.

Indeed, the only fault can be found with DuBay concerns a lapse in the internal logic of the story. Why did Pendleton feel he needed Conrad's psychic abilities to find Nick Pappalardi? He could have looked in the phone book; after all, the guy was living under his own name, making no effort to avoid detection. Otherwise, fine. And it goes without saying, I applaud the seventeen-page story length. I hope these longer takes become the standard fare.

So much for the script. The art was another matter. Whatever was good in it can be attributed to Rudy Nemes, surely one of comic's premiere inkers. Unfortunately, he had only Jim Jones's pencils to work over. Detailing everything that was wrong with them would require a volume, so I'll hit only the high(?) spots.

First, Pappalardi's diatribes are just too tame.

Second, he invariably chose the least dramatic way to block each scene.

Third, and most serious, was his lack of clarity and continuity in graphic storytelling, leaving too many questions unanswered.

Lastly, there were a few panels where the artist apparently forgot it was raining.

My final verdict? A good story that could have been so much better.

BRIAN CADEN
Cincinnati, Oh.

VAMPIRELLA #84 was a very good comic. The VAMPI story was terrific and the backup stories were fairly good. I don't think it would be too hard for you guys to come up with even longer VAMPI stories of say 20 to 25 pages. I know that the VAMPI story in #84 was longer than usual. I think that even longer formats would be better.

PEDRO ALVARADO
Bronx, N.Y.

I purchase VAMPIRELLA primarily for the VAMPI story. I was very disappointed with the art of Jim Jones and Rudy Nemes in "Phantasmagoria of Terror" in #84. I will not buy these guys again. I much prefer the art of Pablo Marcos, Jose Gonzalez and Gonzalo Mayo.

F. TIERCEL
Tucson, Az.

Well, #84 was certainly the issue for vampires, wasn't it? Besides the lead story starring the resident vampire (vampire?), three of the four other stories featured the undead bloodsuckers. I wasn't too pleased, since I'm not a big vampire fan... a seeming paradox since I am a big fan of VAMPI stories. Vampires though she is, her origin and outlook are not true of the traditional vampire; additionally, she has been handled more as a mystery character than a horror one.

The cover was a refreshing change. It did not feature VAMPI in a seductive pose (at least not prominently) but instead managed to have a chilling effect and fit the storyline. "Phantasmagoria of Terror" itself was a passable effort with its most endearing aspect being the hero's novel use of his supernatural powers to create something as inconsequential and offbeat as special effects for a disco. We also saw new artists drawing VAMPI, Jim Jones and Rudy Nemes were okay, but I still prefer Pablo Marcos.

The only non-vampire story of the issue, "Final Act," was also the best. It managed to convey a feeling of psychological terror without being overly fantastic or obvious about it. And the use of psychological tracks for films seems an all too probable development for the future given the requisite level of technology. Let's have more from author Pierce Askegren, whoever that might be.

Though not my cup of tea, each of the three vampire backup tales had at least something to recommend it. "Steak-Out" was amusing (if improbable), "Vampire Bitch" had a good twist ending, and "Native Strain" took a novel approach that of the "universal" blood tyrant to the traditional subvert matter.

"THE MAD MAPLE"
Toronto, Canada

**Vampi's
Scarlet Letters**
C/O WARREN PUBLISHING
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NEW YORK, N.Y. 10006

VAMPIRELLA



WRITER: WILL RICHARDSON/ARTIST: GONZALO MAYO



YOU KNOW
FULL WELL WHEN
I'M OVERPOWERED BY
THE THIRST, I'LL **ATTACK**
ANYONE AROUND ME!

I'M DOING THIS
FOR YOUR OWN GOOD,
ADAM! IF ANYTHING
EVER HAPPENED TO YOU,
I'D NEVER FORGIVE
MYSELF!



I MAY BE YOUR
GIRL FROM THE
STARS... BUT DON'T
FORGET I'M ALSO
A **HUNTRESS!**

I CAN'T
BELIEVE IT!
AFTER ALL THESE
YEARS YOU'RE STILL
SULKING OVER THE
FACT YOU'RE
DIFFERENT!



YES, DIFFERENT! YOU
SAID IT... NOT ME! AND YOU'RE
RIGHT! I'M DIFFERENT IN
A POTENTIALLY **LETHAL**
WAY!

NOT ONLY DO I
HAVE TO BE ON CON-
STANT GUARD FOR ATTACKS
FROM DEMONS AND WIZARDS
... I ALSO HAVE TO BE CARE-
FUL THAT I DON'T
ACCIDENTALLY KILL
SOMEONE IN A **FEEDING
FRENZY!**



SO QUIT ACTING
LIKE MY **PROBLEMS**
WILL GO AWAY IF I
IGNORE THEM!
THEY WON'T!

CHEER UP, **WIMPY!**
YOU KNOW SOME-
THING?

WHAT?



YOUR EYES
LIGHT UP WHEN
YOU GET **MAD**
AT ME!

OH **ADAM!**
I CAN'T STAY
ANGRY WITH
YOU!

MMMMMMMM!



MANY ANNOYING HOURS AND SEVERAL FREE-WAY TRAFFIC JAMS LATER... CHINATOWN, SAN FRANCISCO!

THIS DECEPT-OLD BUILDING IS THEIR EDITORIAL OFFICE? IT CAN'T BE!

NO MISTAKE ABOUT IT! THE ADDRESS JIBBS WITH THE ONE LISTED IN THE MAG! LET'S SEE IF ANYONE'S AROUND!

ELEVATOR DOORS SNICK SHUT AND REOPEN AGAIN MANY FLOORS ABOVE STREET LEVEL!

ARE YOU THE EDITOR? WE'VE COME TO WARN YOU OF GREAT DANGER!

THIS'S SOME HANG-OUT! THE OUTSIDE LOOKS LIKE A DUMP... AND THE INSIDE IS LIKE SOMETHING OUTTA ONE OF KAMP'S SF FLICKS!

YEAH, I'M THE BLUE PENCIL HONCHO... OR AT LEAST I WAS UNTIL OCTOBER MONTHLY FOLDED AFTER ONE ISSUE!

THEY HAVE ARRIVED AS YOU PREDICTED THEY WOULD, MY FATHER!

THAT CRAZY CHINESE PUBLISHER JUST UP AND FIRED EVERYONE YESTERDAY WITHOUT ANY EXPLANATION! ONLY REASON I'M STILL HERE'S TO CLEAN OUT MY DESK!

BUT AS FAR AS DANGER GOES, YOUNG LADY, THERE'S JUST ONE THAT I'M WORRIED ABOUT... UNEMPLOYMENT!

ARRGH! STABBING PAIN... DEEP IN MY HEART...!



Revenge of the RENEGADE WIZARD

















LOO
NEVER EXPECTED
ME TO GET THIS FAR!
I DON'T KNOW WHERE
THESE STAIRS LEAD
...BUT THERE'S
ONLY ONE WAY
TO FIND OUT!

UH-OH!
SOMETHING
MOVING ON THE
LANDING AHEAD
IN THE
SHADOWS!

A DEMON!



GOOD THING
THIS IS NO
ORDINARY PISTOL! IT
FIRES HOLY SILVER
BULLETS BLESSED
BY A PRIEST!

BUT IT'S
COMING AT ME
TOO FAST! IT'LL BE
ALL OVER ME BE-
FORE IT DIES...

BANG!
BANG!
KA-BANG!



UNLESS I
USE A PROVEN
TACTIC AND SHOOT
OUT ITS EYES
POINT BLANK!

BANG!

KA-BANG!
BANG!

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THOUGHT THAT
MIGHT DO THE TRICK!
THE HELLSPAWN'S
PULLING A DIS-
APPEARING ACT!

...DISVING
INTO
MIST?



IT BETTER BE
A HUSTLE ON IF
I'M TO FIND KAMMY
AND PANTHA IN
THIS MAZE!

SURE HOPE
THEY'RE ALL
RIGHT!

THE MUSIC STOPS SUDDENLY. THEN, FROM THE CONTROL BOOTH OVERHEAD, A FAMILIAR VOICE BLARES...

A DEMIGOLGATHIAN
AMULET, ANYWAY?
ARE YOU REFERRING
TO THIS UNGAETHLY
TRINKET?

IT SHALL
BE A WELCOME
ADDITION TO MY
COLLECTION OF
OCCULT OBJECTS
...AFTER YOU
ARE DEAD!



I DON'T KNOW HOW YOU
SURVIVED OUR LAST EN-
COUNTER, WARLOCK! I
KILLED YOU ONCE. AND
GIVEN THE OPPORTUNITY
I'LL DO IT AGAIN!



YOUR
THREATS ARE
EMPTY WAMPRESS
... WHILE MINE ARE
NOT! BUT LET ME
START AT THE
BEGINNING ...



"BEFORE ATTENDING THE LAST MEETING OF THE COUNCIL OF
WIZARDS TO ELECT AN ANTI-POPE, I DREAMED OF DREAMS."



"... AND TOOK THE PRECAUTION OF CONJURING POPPLESANGERS
... ETHERIC DOUBLES ... OF MYSELF AND HONORABLE OFFSPRING!"

"IT WAS A PROTEAN WISER OF ME THAT YOU SLEW",
WAMPRESS!! ..."



WAMPRESS!! ETC

"...YET EVEN SO, THE ARMY TO MY REAL SELF WAS BEYOND
HUMAN IMAGINATION!"



"THE REMNANTS OF THE COUNCIL REQUIRED A SCAPEGOAT UPON WHO THEY COULD BLAME THEIR SITTER DEFEAT!"



"THEY SOON DETECTED MY SUBTLE RUSE AND BRANDED ME A COWARD!
WE!! THE MOST FORMIDABLE OF ALL WIZARDS!!"



"WHILE ARE THE CABALISTIC
SECRETS OF THE ANCIENTS?
MY AGE IS USELESS! I
HAVE HEADQUARTERS IN
EVERY MAJOR CITY...EAST
AND WEST! UNTOLED WEALTH
CAN BE CONJURED WITH
A GESTURE!"



"I SHOULD BE
THE COUNCIL'S
LEADER! INSTEAD THEY
HAVE SKILLED ME
FROM THEIR RANKS!"

"EVEN NOW THEY
PLAN TO CROWN THEIR
ANTIPOPE IN LAS VEGAS
AND I AM FORBIDDEN TO
ATTEND!"



"I HAVE LOST RAGE! FOR THAT
NO-SHITTY, VAMPIRELLA, YOU
AND YOUR COMPANIONS MUST
DIE!"

"NO,
DON'T!"



"THE ENCHANMENT IS ACTUALLY
HARMLESS! ALL IT WILL DO IS IN-
CREASE YOUR APPETITE ONE
HUNDRED FOLD!"



"IT IS YOUR FRIEND, PANTHA, WHO
SHOULD WORRY! SHE IS THE ONLY ONE
WHO CAN EASE YOUR GROWING THIRST
AND WITHOUT HER, PANTHER
VEILLON, SHE IS HELPLESS!"



IF I SUCCEED TO KEEP HER AWAY FROM ME, I MIGHT BE DRIVEN IRREVERESIBLY INSANE! BUT I'VE GOT TO RISK A CHANGE... OR SHE'LL DRAIN ME DRY!

PANTHRA RAPIDLY TRANSFORMS HERSELF INTO A SLAMMING BLACK PANTHER...



... WHILE BAMPFIRELLA FOLLOWS SUIT AND ALTERS HER SUPPLE BODY INTO A LEATHER-WINGED VAMPIRE BAT!



BUT AND CAT CONFRONT EACH OTHER! RAZOR-KEEN CLAWS RAKE THE AIR...



... BUT IT IS THE BAT WHICH DRAINS FIRST BLOOD...



... AND PERHAPS THE LAST!







BEFORE THEY CAN RE-CT THE
RHYTHMIC WARLOCK CONQUERS
A SCINTILLATING GREEN-
SCALED DRAGON...

...VAULTS ONTO ITS BACK...



...AND FLIES OUT OVER THE BAY!

EVEN AS A BAT
I CAN'T CATCH
UP TO HIM, ADAM!
CAN YOU USE YOUR
GUN?



HE'S ALMOST OUT OF
RANGE! ONLY HAVE TIME
TO SQUEEZE OFF ONE
SHOT!

HAVE TO
MAKE IT
COUNT!

KA-BLAM!



A FLIGHTING THOUGHT CROSSES
VAMPIRELLA'S MIND: TEN
JAW N'S ALREADY DIED
ONCE!



IS IT TRULY POSSIBLE TO KILL
A MASTER OF ILLUSION?

THE COMIC BOOKS

by Joe Brancatelli



BUILDING A NEW MARVEL

ITEM: Marvel editor Jim Shooter dismisses Rich Marshcall, the outspoken but highly regarded editor of the magazine line.

ITEM: Marvel dismisses its licensing firm and forms an in-house operation to merchandise its characters.

ITEM: Writer/editor Mary Wollman resigns from Marvel after a jurisdictional dispute with Shooter.

ITEM: Marvel hires Pamela Ruff to organize the company's first full-time publicity department.

ITEM: Two of comic's most talented creators, Archie Goodwin and Denny O'Neil, join Marvel's depleted editorial staff.

ITEM: Marvel circulation director Ed Shubin begins a search for a full-time liaison person to cater to the mutual needs of Marvel and the growing number of retail "comic shops."

ITEM: Marvel develops a 20-page "customized comic" book tailored for insertion in Sunday newspapers and plans a quarterly publishing schedule for 1980.

In other words, folks, Cadence Industries, Marvel's parent company, is building a new kind of Marvel Comics Group almost overnight.

In more important words, my friends, Marvel has finally realized a complete restructuring is in order if it hopes to survive and prosper as a viable business entity in the 1980s.

Central to this complete corporate remake is the transformation of Marvel from a badly-managed, antiquated and narrowly-focused comic-book company which dabbles in occasional side ventures into a well-run, financially sound, broadly-based "comic products" company which just happens to publish comic books. Central to this transformation, of course, is a sweeping redefinition of the

purpose and function of the Marvel comic-book line.

As all other comic-book publishers have traditionally done, the old Marvel considered its comic books as an end product, the final culmination of all their financial and creative efforts. In financial jargon, comic books were always the comic-book publisher's major and most crucial — sometimes their only — "profit center."

This envisioned Marvel-in-the-making would consider its comic-book line as merely a starting point for new projects and a reliable foundation for the Marvel characters within. The new-model Marvel would use the comic books not so much as a profit-making instrument, but more as a means of propelling Marvel characters into a whole new universe of profitable endeavors: books, newspapers, television, movies, games, toys and other entertainment-related products. Metaphorically speaking, comic books would become just a cog in the Marvel machinery, not the machinery itself.

The bottom line on this evolving restructuring is the bottom line. Comic books, by and of themselves, simply aren't capable of producing enough profit anymore. Comic-book characters successfully merchandised and licensed on the strength of their comic-book following and popularity can be phenomenally profitable products, however. Or so the current thinking at Marvel goes.

All of the recent changes at Marvel, although they appear disjointed and unrelated on the surface, are actually part of the blueprint for achieving this massive Marvel remake.

Editorial control of all of the comic books, once splintered and misdirected, is being concentrated in the person of editor-in-chief Jim

Shooter. It's his job to run the comic-book line smoothly, like a business. That explains the departure of both Wolfman and Marshcall, neither of whom were willing to yield past editorial prerogatives. The arrival of Goodwin, as editor of the flourishing and oft-delayed Epic adult comic-book project, and O'Neil, as a staff editor, will hopefully give Shooter a nucleus of professionals who turn out solid work without rocking the corporate boat.

Merchandising, licensing, publishing and promotional activities will be under the direction of Marvel president Jim Galton.

Stan Lee, who no longer has any say in the day-to-day operations of the company, will retain the title of publisher, but not the power. His job these days is promoting Marvel and he is nothing if not glib, ingratiating and a promotional plus in the public sphere. He's being repackaged as the living embodiment of Marvel, a sort of real-life representative of all of Marvel's heroes (which explains his rush to rewrite Marvel's history) and obliterate all creative names but his own. Ruff's job is to keep Marvel's name, image and characters in the headlines and on the minds of potential licensees.

Replacing comic-book publishing as Marvel's new profit center will be merchandising and licensing. Exploitation of the Marvel characters will take many forms — any form, in fact, as long as they can generate profit. Hence the introduction of Nancy Allen's new product: the Sunday newspaper comic book, complete with national advertising and its attendant revenue. Hence the television shows, book deals and an unending stream of character-based toys and

products. That's the stuff from which real profit — and a real 1980s style profit center — can be constructed.

The toughest job of all, however, goes to Shubin. He has the unenviable task of reorganizing — or at least halting — Marvel's comic-book sales slide. He has to keep the comic-book line afloat because, without the comics as a continued base for the Marvel characters, potential promotional, merchandising and licensing opportunities will be few and very far between. Thus Shubin's active courting of the comic shops, the first significant new market for comic books in the form's five-decade history.

If this new Marvel is to succeed where the old Marvel failed — profits last year were negligible despite sales of almost \$25 million — the promotional gimmicks must click. The merchandising and licensing operations, now internally directed, must begin churning out profitable new markets for the hoard of existing and soon-to-be-created Marvel characters.

Most importantly, however, the comic books must be saved. They remain, if not a profitable proposition, the basis of the popularity and marketability of the Marvel characters. Without the continued viability of the comic books, there can be no promotion of the characters, no merchandising of the characters and no licensing of the characters. And no profit for Marvel.

And therein lies the irony of this tale of new and old Marvels. The old Marvel needed comic books to sell so they would turn a profit. The envisioned new Marvel needs comic books to sell to ensure the profit potential of the characters portrayed within. Which means that the new Marvel and the old Marvel share one massive problem: how do you sell comic books?

In concluding words, gang, the more Marvel changes, the more its problems remain the same.

I GUESS I'M NOT VERY BRIGHT, KAY DEAR, OR I WOULD HAVE GUESSED SOONER THAT SOMETHING WAS AMISS. I SHOULD HAVE KNOWN WHEN I HEARD NOTHING FROM YOU OR DAVID FOR SEVERAL YEARS...

BUT YOU HAD JUST FOUND EACH OTHER AGAIN AND, LIKE ALL YOUNG LOVERS, I THOUGHT YOU JUST WANTED TO BE ALONE.

I DIDN'T EXPECT TO BE INVITED ALONG FOR THE HONEYMOON BUT I DID ASSUME YOU'D DROP A LINE DURING THE ENSUING FIVE YEARS. WHEN YOU DIDN'T, I BEGAN TO GROW CONCERNED. IT JUST WASN'T LIKE YOU.

THAT'S WHEN I FIRST BEGAN TO SEARCH...

IT TOOK ME TWENTY YEARS, KAY... AND IT WAS REALLY VERY UNFAIR... NO MATTER WHAT MAY HAVE BEFALLEN YOU, THE LEAST YOU COULD HAVE DONE WAS CONTACT ME. THAT'S WHAT FRIENDS ARE FOR...

Snarking Down



I KNOW WHY YOU TWO BECAME SO RECLUSIVE. BANISHED YOURSELVES FROM FRIENDS AND ASSOCIATES. IT'S UNNECESSARY, KAY DEAR. NO ONE BLAMES YOU, YOU NEEDN'T HIDE ANY LONGER...

YOU SURE THIS IS THE RIGHT ADDRESS, MAC?

I'VE COME TO TAKE YOU AWAY..!





THEN, SEVERAL YEARS LATER...

TO THE LEFT,
SAM... YES, A BIT
FURTHER... NOW
CLAMP HER
DOWN!

A
YOUNG LADY
HERE TO
SEE YOU,
MR. MANLY!

KAY! WELL, THIS IS A
PLEASANT SURPRISE!
GIVE ME A MINUTE TO
WASH UP AND I'LL
BUY YOU LUNCH!

PHOBOS, EH? THAT'S
TERRIFIC, HONEY! DAVID
WILL MAKE A KILLING
THERE... LOT OF CONSTRUCTION
GOING ON ON PHOBOS.

OH YES, WE'RE
ROLLING IN DOUGH
... TROUBLE IS, I
HAVEN'T SEEN MY
HUSBAND IN
THREE MONTHS!

THAT'S RIGHT PHOBOS
IS OUT IN THE BOONDOCKS
... WHY DON'T YOU JOIN
HIM, STAY THERE WITH
HIM, UNTIL THE PROJECTS
COMPLETED?

I'VE WRITTEN HIM
A DOZEN TIMES ASKING
THAT SAME QUESTION
HE KEEPS PUTTING ME
OFF, SOMETHING ABOUT
COMPANY POLICY.

OH?

PETE I'M SCARED!
SOMETHING'S WRONG
ON THAT PLANET, I
JUST KNOW IT!

OH, DAVID'S PHYSICALLY
SOUND, I'M SURE, BUT THERE'S
SOMETHING ELSE... SOMETHING
HE'S NOT TELLING ME?

I WANT TO GO THERE
PETE! I WANT TO SEE
MY HUSBAND! WILL
YOU TAKE ME?

ME? WHY? I MEAN,
CAN'T YOU GO ALONE?
WOULDN'T YOU RATHER?

THEY WON'T LET ME--
A RULE THAT VISITORS
MUST BE ACCOMPANIED
BY A CARD CARRYING
REGISTRATION CONSTRUCTION
WORKER, PETE,
PLEASE TAKE ME!







WHAT ARE THEY?

PETS IN THE BEGINNING! THE MEN USED TO KEEP THEM AROUND FOR COMPANY DURING THE LONG HOURS.

IT WASN'T LONG BEFORE SOME POOR FOOL LEARNED THEY WERE SEXUALLY COMPATIBLE WITH HOMO SAPIENS!

GOOD GOD!... SEX WITH ONE OF THOSE HORRID THINGS?



THAT'S JUST IT, THEY WEREN'T HORRIBLE TO THE MEN WHO ADOPTED THEM, AT LEAST NOT ALL THE TIME...

IT WAS ALSO DISCOVERED THE SHARK HAD INCREDIBLE HYPNOTIC CAPABILITIES, IT COULD MAKE ITS COMPANION THINK IT LOOKED LIKE WHOEVER HE WANTED IT TO LOOK LIKE--

IN MOST CASES THE WIVES OR GIRL-FRIENDS LEFT BACK HOME!



UNDER THE SHARKS' SPELL THE MEN COULD PRETEND THEY WERE WITH THEIR REAL LOVED ONES ON EARTH OR MARS!

SOON EVERY CONSTRUCTION WORKER IN THE GALAXY WAS ADOPTING A SHARK-- "SHARKING" THEY USED TO CALL IT.

THE GOVERNMENT DIDN'T INTERVENE BECAUSE WORK HABITS AND MORALE USUALLY IMPROVED-- IN THE BEGINNING AT LEAST.

THE BEGINNING?



AFTER THREE OR FOUR MONTHS OF LIVING WITH ONE OF THESE CREATURES, THE MEN BEGAN TO SHOW SIGNS OF LETHARGY, LAZINESS.

THEIR PERSONAL HYGIENE DETERIORATED, THEY BECAME LACKLUSTER ON THE JOB, SOMETHING ABOUT THE SHARKS' PROLONGED PRESENCE WAS AN ADVERSE EFFECT ON THE HUMAN METABOLISM.

THIS TIME THE GOVERNMENT DID STEP IN-- SHARKS WERE BANISHED.



BUT WE SAW SEVERAL TONIGHT!

PHOBOS IS UNCIVILIZED... DEVELOPMENT IS JUST BEGINNING HERE... GOVERNMENT REGULATIONS DON'T EXTEND THIS FAR YET!

IMPORTING SHARKS MEANS PROFIT AND SOME ONE IS ALWAYS READY TO MAKE A PROFIT.

BUT IF DAVID'S SHARK IS IMPERSONATING ME, WOULDN'T DAVID KNOW THE REAL THING WHEN HE SEES IT?-- WHY DID HE REJECT ME, PETE?



BECAUSE HIS SHARK MIGHT NOT BE IMPERSONATING YOU-- IT COULD BE ANOTHER WOMAN, AN OLD GIRL FRIEND OR EVEN A FANTASY OF DAVID'S!

THESE CREATURES ARE DEADLY BUT VERY FAITHFUL --LIKE DOGS, THEY'LL DO ANYTHING TO PLEASE THEIR MASTERS.



WE'LL, I'M A VERY FAITHFUL CREATURE TOO... AND NO BUG-EYED TENTACLED MONSTROSITY IS GOING TO COME BETWEEN ME AND MY HUSBAND!

IT WASN'T UNTIL LATER THAT I UNDERSTOOD JUST HOW SERIOUS YOU WERE...

HELLO MR. DAVID JAMES? THIS IS THE SECRETARY AT IMMIGRATION...WE'VE FOUND A SMALL TECHNICAL ERROR IN YOUR PASSPORT PAPERS.

I WONDER IF YOU'D MIND STOPPING BY THIS MORNING AND HAVING A LOOK...

BUT THAT'S A BRAND-NEW PASSPORT!

OH, ALL RIGHT, I'LL BE THERE IN HALF AN HOUR.

HET

I'VE GOT TO RUN DOWNTOWN FOR A FEW MINUTES, DARLING. I WON'T BE LONG..!



SO THAT'S HOW DAVID SEES YOU... VERY PRETTY... BUT YOU CAN PROP THE PHONY FACADE NOW, IT WON'T WORK WITH ME...

I'LL GIVE YOU ONE SECOND TO LEAVE THIS APARTMENT FOREVER... OTHERWISE I'LL PULL THE TRIGGER ON THIS GUN...



ALL RIGHT... HAVE IT YOUR WAY!









BRAIN FOOD

TAKE YOUR LAST
LOOK AT FREEDOM,
KERRICK! BY SUNDO PN
WE'LL BE IN AND I AND FROM
INWARD, ITS JUST A FEW
SHORT HOURS BY JET TO
THE SWANES, WHERE
YOU'RE GOING TO BRING
TOTAL FOR HUNGER!

DON'T BE SO
QUICK TO COUNT
YOUR GODDAMN
CHICKENS,
CORPSE!

MAVES
I'LL GET TO
DO IN ONE
PIECE--

WELL, IF
KERRICK!
YOU SPOT!

BUT YOU
AIN'T GON' NO
WHERE BUT TO
MELL!













AS THE SHAMAN'S KNIFE SEVERED THE TRYPNE, THE SHAMAN HIT DEGRAN HURLING GROUNDWARD...



THE NEXT THING
HE REMEMBERED
WAS A FADING OF
ONE EYEBROW...

SO UNCANNY FEELING OF VIEWING THE WORLD BLURRED THROUGH MANY EYES

AND THEN, ALL AT ONCE, HE REALIZED THE VIEW OF WHAT THEY'D DONE TO HIM,
THE TRUTH OF WHAT THEY'D DONE TO HIM WITH THE MAGIC CLOCK...

HE TRIED TO PUT HIS HANDS UP TO SEE IF HIS ANKLE SUSPICION WAS CORRECT, BUT THEN
SOMEONE WAS PINNING HIS WRISTS AGAINST HIS BACK, CLAMPING SOME SORT OF TIGHT,
FITTING WOODEN OBJECT AROUND EACH OF HIS SEVERAL HEADS...

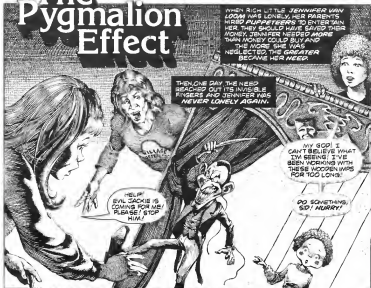
AND THEN SUDDENLY THE TRUTH OF
WHAT THEY'D DONE TO HIM MOSTLY
SEEMED TO MATTER ANYMORE. NOW
IT WAS ONLY THE FACT THAT SURPRISED
THE EDUCATING, GOOD-NATURED,
ASHENING PAIN.

THEY

ALL SAIT HERRICK COULD SEE WAS
THE BARRY BARRY LAMB FUSTIONED
ALL AROUND HIM. ALL HE COULD
HEAR WAS THE NERVE-CHILLING
SOUND OF HIS OWN THREE HOWLING
SCREAMS IN UNISON.



The Pygmalion Effect





THE OPERA WAS PARTICULARLY GOOD AND THE VAN LOOMS PRESENTED THE DISTURBANCE. HOWEVER, THE PUPPETERS SOUNDED DISTRESSED AND REFUSED TO EXPLAIN THE DISTURBANCE OVER THE PHONE.



JENNIFER'S SLEEP WAS TROUBLED AND SHORT, FILLED WITH IMAGES OF ONE-EYED JACK'S MURDEROUS STARE!

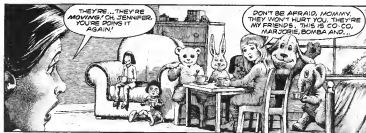
BUT THE MAKING WORLD WAS NO REFUGE FROM HER NIGHTMARES.

THE APPARITIONS HAD CROSSED THE SHADOWS INTO REALITY...



THE ONLY SOUND WHICH CAME FROM JENNIFER'S ROOM THAT NIGHT WAS A MUFFLED CRY A MAID THOUGHT SHE HEARD, NOT AN UNUSUAL NOISE FOR A DISTURBED CHILD TO UTTER. IT WAS IGNORED.





THEY'RE...THEY'RE MOVING! OH, JENNIFER, YOU'RE DOING IT AGAIN!

DON'T BE AFRAID, MOMMY. THEY WON'T HURT YOU. THEY'RE MY FRIENDS. THIS IS CO-CO, MARJORIE, BOMBA AND...



SHE CAN...WHAT? JENNIFER CAN MAKE DOLLS COME TO LIFE! ARE YOU SAYING SHE CAN DO IT OR ONLY THINKS SHE CAN? PERHAPS WE SHOULD TAKE JENNIFER TO DR. STERNS.

I WITNESSED HER... TALENT... TWO WEEKS AGO IN TOWN. SHE DIDN'T EVEN REALIZE SHE WAS DOING IT.

"WE WERE IN A DEPARTMENT STORE SHOPPING. SHE WANTED A TOY ON A TOP SHELF AND A MAN IN AN ELF COSTUME HANDED IT DOWN TO HER!"



WHEN JENNIFER WALKED AWAY, I SAW THE ELF'S HAND FALL OFF. IT WASN'T A MAN, IT WAS A DISPLAY MANIKIN! MADE OF PLASTER!



YOUR STORY IS INCREDIBLE. I THINK PERHAPS WE'LL BE SENDING YOU TO SEE DR. STERNS.



IS JENNIFER STILL PLAYING IN THE GARDEN? IT'S BEGINNING TO RAIN. HAVE ONE OF THE SERVANTS BRING HER TO ME AND WE'LL GET TO THE BOTTOM OF THIS.



THEY CAN'T FIND HER IN THE GARDEN. THE STORM HAS GOTTEN TOO VIOLENT FOR AN EFFECTIVE SEARCH. RONALD, I'M WORRIED.

TURN ON THE LIGHTS AND I'LL GET MY COAT AND...

...WHO'S AT THE DOOR? IT SOUNDS AS IF SOMEONE IS POUNDING ON THE DOOR WITH ROCKS!



OH, LORD, JENNIFER!
WHAT HAVE YOU DONE?

I ASKED
APOLLO TO
BRING ME HOME
AND HE DID. WAS
I BAD, DADDY?
DID I DO
WRONG?

YES, YOU DID.
JENNIFER, YOU MUST
NEVER MAKE YOUR
POLLS MOVE AGAIN.
PROMISE ME YOU
WON'T. PROMISE!



BUT I WON'T
HAVE ANY FRIENDS.
THE POLLS ARE
MY FRIENDS!

PROMISE
ME!

ALL RIGHT,
DADDY. I
PROMISE.



FINE! NOW, RUN UP-
STAIRS AND CHANGE
OUT OF THOSE WET
CLOTHES, AND DON'T
FORGET YOUR
PROMISE TO ME.
TERRIBLE THINGS
WILL HAPPEN IF
YOU BREAK
YOUR WORD.

I'LL BE
GOOD.



DON'T WANT BAD
THINGS TO
HAPPEN
TO ME.





THIS IS GOING TO BE A PIECE OF CAKE, BABY. AS SOON AS WE MAKE TUESDAY'S CALL, WE DUMP THE KID IN THE RIVER AND PICK UP OUR MONEY!

HEY, HARRIS, THE KID WON'T NEED HER STUFFED DOG NO MORE. CAN I KEEP IT?

NO, LUG, IF THEY FIND YOU WITH IT LATER, THEY CAN TRACE YOU TO THE KIDNAPPING. BURN THE DAMNED THING!



UH, YEAH, OKAY, HARRIS! WHATEVER YOU SAY!



RONALD! THE INSPECTOR WANTS TO TALK WITH YOU. RONALD, ARE YOU IN HERE? IN THE DARK?



ISN'T THIS SOMETHING, MARION. WE PRETENDED WE GAVE HER TOYS TO MAKE HER HAPPY, TO ENRICH HER IMAGINATION, TO EDUCATE HER. WE REALLY GAVE THEM TO HER TO KEEP HER OUT OF OUR HAIR. NICE TO HAVE A CHILD BUT TOO MUCH BOTHER TO RAISE ONE.



NO WONDER SHE LOVED THESE MORE THAN US.

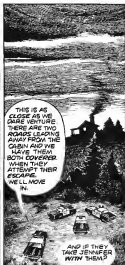
I WANT A SECOND CHANCE WITH JENNIFER. I WANT TO TELL HER THAT I LOVE HER. I CAN'T REMEMBER WHEN I LAST TOLD HER THAT.

EVERYTHING'S GOING TO BE FINE, DARLING. YOU'LL SEE.



EXCUSE ME, MR. AND MRS. VAN LOOM. I DIDN'T MEAN TO DISTURB YOU BUT WE THINK WE'VE LOCATED THE KIDNAPPERS AND WE NEED YOUR PERMISSION TO MOVE IN. WE'LL STAY CLEAR IF THAT'S WHAT YOU WANT.

THE CHOICE IS YOURS.





STAR WARS

ELECTRONIC GAME COMPUTER AND RADIO CONTROLLED SAND CRAWLER

STAR WARS ELECTRONIC ACTION BATTLE COMPUTER

STAR WARS ELECTRONIC BATTLE COMMAND An exciting new intergalactic electronic combat game which allows you to simulate the battle scenes from Star Wars. From the simple to the complex, from one to three players, this new electronic game allows for any level of play! Simulate interstellar dogfights, simulate all the elements of hyperspace action such as the landing on Mos Eisley, being trapped in a black hole and having your force units drained. Then contend with the hidden weapons of hyperspace that can bounce you into other sectors of the universe! For hours of combat thrills play against your friends or the machine itself! Uses 6 AA batteries or a special adapter (not included). #29107/94B 95



NEW!

RADIO CONTROLLED SAND CRAWLER



100' tall radio-controlled Jawa Sandcrawler



Get up Jawa and SG-4 at the 100' panel



Elevate 100' SG-4 and other SWAR figures into Sand Crawler



RADIO CONTROLLED JAWA SAND CRAWLER A genuine working replica of the giant tank-like sand crawler the mysterious Jawas use to navigate Tatooine's deserts and dunes. This 16" long behemoth on wheels is controlled by a two channel wireless radio that can operate as far away as 20 feet! The three working tread-like wheels permit the sand crawler to move in almost any direction. The roof hatch opens to reveal a detailed control room with enough footpads for several Jawas. A large side panel opens to become a flap ramp into the interior of the moving fortress with plenty of room inside for the transporting of any Star Wars action figure. On the under carriage of the crawler is a manual elevator for lifting swinged drops into the interior! Use your sand crawler, molded in highly detailed and durable brown plastic, to escape the menacing hordes of Stormtroopers after R2-D2's secret message! Help Luke and Leia and Chewie and Han and all the other Star Wars action figures escape death! 2 nine volt batteries and 2 D-cell batteries not included! #28196/94B 95

NEW WARRIOR'S BATTLE JACKET

FOR MORE EXCITING ADVENTURES FROM THE disco
TO THE OUTER limits of space!



WARRIOR'S BATTLE JACKET Super deluxe space jacket of some of your favorite T.V. characters in a ruggedly constructed light olive brown denim. Its unique styling and its 100% cotton denim durability make this the perfect family jacket for anywhere wear. Whether it's from the baseball game to the disco, or from the backyard to your own space fantasy, this jacket will get you there warmly and in style! Machine washable and dryable, comes with special patch, emblem, 2 insignia pins, care and handling information and

four unique clasps (3 on sizes 4-6X) to complement that unique look of your favorite television heroes!

- A. Children's sizes 4,5,6 and 6X #2519/\$24.95
- B. Children's sizes 7,8,10,12,14,16,18 and 20 #2620/\$29.95
- C. Women's sizes small, medium and large #2621/\$34.95
- D. Men's sizes small, medium, large and extra large #2622/\$39.95



BUCK ROGERS GALACTIC PLAY SET

BUCK ROGERS ACTION SET For the best action adventure in the 25th century this set contains: 1 space dome, 6 space buildings, 3 Thunder fighters, 2 Hatchet fighter craft, 6 movie cast figures, 76 space men, 15 space machines, a diorama and an instruction sheet. Buck Rogers set! #26140/\$5.95

BUCK ROGERS NEW!

BUCK ROGERS ADVENTURE in the 25th CENTURY

NEW MODEL KITS YOU ASSEMBLE!

BUCK ROGERS MARAUDER



MARAUDER

The very first and most celebrated of all

our space heroes has rocketed back onto the big screen and into our homes on T.V. in all new adventures! Here is the sleek and deadly Marauder which engages Buck in exciting space battles! The Draconian fighter is 18 1/2" long and has a wingspan of 7 1/2". Color matched in authentic space plastic with transparent windshield. Highly detailed cockpit and a sturdy stand for action displays!

#24246/\$4.95

BUCK ROGERS STARFIGHTER



BUCK ROGERS STARFIGHTER Out of the past returns Buck Rogers, newly evolved from centuries of frozen sleep, to man from the twentieth century must confront a deadly web of interplanetary intrigue. Buck wages war among the stars at his own super sophisticated starfighter. Molded in highly detailed color plastic, Buck's ship is assemble ship is 11 3/8" long and 6 1/2" wide. It comes with authentic decals, transparent windshield, highly detailed cockpit and a very sturdy support base for display!

#25246/\$4.95

NEW BUCK ROGERS PRE-ASSEMBLED MODEL KITS



#26150/\$13.95

STAR FIGHTER

DRACONIAN MARAUDER & STAR FIGHTER The Draconian Marauder, at right, is the sleek, mean fighter of the world based Draconians! They've hatched a scheme to conquer the universe and the Earth is first! This deadly ship is authentic to the last detail and has retractable landing gear & hinged cockpit that can fit the 3 1/2" Buck Rogers action figure! The Star Fighter is Buck Rogers own fighter right out of the 25th century. With authentic hinged canopy and a retractable landing gear. You can also fit a 3 1/2" Buck Rogers into this fast! Blast off to action adventure!



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DRACONIAN MARAUDER

BUCK ROGERS ACTION FIGURES-FULLY COSTUMED

DRACO



DRACO A leader of the Draconian Empire! #26151/\$3.95

BUCK ROGERS



BUCK ROGERS Fully movable 3 1/2" figure with gun! #26150/\$3.95

TIGERMAN



TIGERMAN Mysterious being and deadly marauder! #26152/\$3.95

KANE



KANE Power mad dictator, Kane is out to rule Buck! #26153/\$3.95

DRACONIAN GUARD



DRACONIAN GUARD A warrior of the empire! #26154/\$3.95

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TWIKI Buck's fuzzy robot companion! #26155/\$3.95

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Doctor Who is caught in the middle of an interstellar battle between the diabolical Cybermen and the horrible Vogons with the planet Vega as its prize! Can the Vogon bring us to their home? Will Who help? #213705/1.75



THE LOCH NESS MONSTER
Yes, Veronica, there really is a Loch Ness monster! It is Skazan, a monster child of the de-functed and exiled Zygones. Dr Who must confront them and stop them in their plan to take over all of the Earth! #213706/1.75



DAY OF THE DALEKS
The biochemical Daleks attack as Dr. Who makes it to America... movies, and T.V. This is T.V. science fiction at its best! Dr. Who takes the lead in science fiction adventure. Like why it has been running on British T.V. for 15 years now! This is the first adventure of the Dr. Who series. #21350/40.75



DINGDONG WAGON
Doctor Who faces the ultimate weapon, the weapon that will destroy all life in one blow. A weapon that can rip the heart of the universe in shreds. A weapon that will control time and space. Dr. Who marches on in this the second installment of 1988 (publishing schedule series) #21350/51.75



DINOSAUR INVASION
300 Million years ago the dinosaurs ruled the Earth. No one expected them to return, but Dr. Who lands in a London hotel with him and a host of British and Dr. Who must stop a vicious plot to reverse time as a mad scientist tries to establish a global age by eliminating dinosaurs! #21350/61.75



GENESIS OF THE DALEKS
The Time Lords send Doctor Who to Skaro, the planet on which the Daleks evolved, and to a time before the Daleks came to be. Can he prevent the birth of these vicious machines? The Daleks are out to destroy the Earth and the universe! Doctor Who is in for a challenge! #21350/62.75

BUCK ROGERS ACTION FIGURES!

ALL 3 3/4" TALL, FULLY ARTICULATED, IN BRILLIANTLY COLORED MOLDED PLASTIC



ANGELA Myriadous and beautiful Princess Angella. #21350/63.19



Dr. HUBB Renowned Dr. Hubb comes to his first uniform! #21350/64.19



WILMA DEERING Trusty Wilma is Buck's companion! #21350/65.19

THE BLACK HOLE CALENDAR, POSTER AND POP-UP BOOK



1980 MOVIE CALENDAR
BLACK HOLE MOVIE: CALENDAR From the Walt Disney Studios comes the biggest SF production of the decade: The Black Hole! 12 wonderful full color photos from the movie! 12 1/2" x 11 1/2" format! #21350/66.55



BLACK HOLE POP-UP
U.S.S. Pelonine discovers the huge mystery ship U.S.S. Cygnus on the edge of a black hole and investigates. 12 action scene pop-up up to 7 1/2" x 10 1/2" full color! #21350/67.55



BLACK HOLE POSTER BOOK
The most terrifying force in the universe sweeps the crew of the Pelonine into a time loop and a labyrinthine black hole! Includes 11 1/2" x 15 1/2", 48 pages of full color photos from the movie! #21350/68.55

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STAR WARS

NEW NEW NEW NEW
STAR WARS PRODUCTS

STAR WARS LASER PISTOL



STAR WARS LASER PISTOL Han Solo's Laser Pistol replica which he used to fight off the Stormtroopers. Secret trigger activates a high or low speed laser sound! 2 "C" batteries not included! #24213/\$9.75

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STAR WARS LASER RIFLE Laser replica with 3 profiles which for different appearances! Secret button operates sound & real laser look. Batteries not included! #24215/\$15.25

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DARTH VADER FIGURE Darth Vader stands majestically in this easy to assemble model kit. Darth's figure is 10 1/2" tall and a movable arm grips a rusty 4 1/2" light saber that glows in the dark! This kit is highly detailed and molded in a shiny black plastic. The authentic Star Wars model kit. This is guaranteed to bring you hours of pleasure! #24225/\$5.95

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DARTH VADER ACTION KIT Large 10 1/2" kit molded in color is easy to assemble. It has actual breathing sound in it! Amazing and is highly realistic. No paint needed. Batteries required! #24212/\$11.95



DARTH VADER VAN KIT

#24213/
\$2.25

STAR WARS SNAP TOGETHER VANS

STAR WARS SNAP TOGETHER VANS Now you can have one of the hottest and most exclusive Star Wars products anywhere! These easy to assemble Star Wars vans are completely molded in full color, or not a single drop of paint or glue is required! Don't miss this! And, for the first time anywhere, they come with glue in the dark! Ideal for creating ghostly images of your favorite characters as they move in the dark! Darth Vader, Luke Skywalker and Artoo Detoo!



ARTOO- DETOO VAN KIT

#24215/
\$2.25



LUKE SKYWALKER VAN KIT

#24214/
\$2.25

NEW! ALIEN NEW!

ALIEN



NEW ALIEN MOVIE NOVEL

ALIEN The superblockbuster movie of the year has become the most exciting and lavish movie novel ever! This enormous 8 1/2" x 11" paperback is crisscrossed with 1000 full color photos from the movie. These specially designed pages fully capture the breathtaking special effects, the gripping excitement, the extraordinary visuals and the phenomenal score. This pulsating event is packed into 192 pages of unstoppage full color action! A must! #2130959.95



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NOSTROMO CAP The cap worn by the crew of the Nostromo. One size fits all, washable, brilliant colors & gold braid! #2032758.95



THE NOSTROMO PATCH

NOSTROMO PATCH From the USSG Nostromoinvestigator near chest strap—the official patch. A large 4 1/2" x 3 1/2" patch woven in brilliant colors depicts the rainbow star expanding a radiant star and its planets. Be the first to wear it on your jacket! #2022855.95

ALIEN RECORD!

Twentieth Century-Fox presents the soundtrack of **Alien** composed by Academy Award winner Jerry Goldsmith! This is a masterpiece film score of incredible power and intensity! Relive each horrifying moment of **Alien's** original music! #23306197.95

ALIEN IRON-ONS



ALIEN EGG IRON-ON
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ALIEN SPACE JOCKEY IRON-ON
#2018481.25

ALIEN CHASE TARGET SET

ALIEN CHASE TARGET SET From **Alien**, the movie, a huge 33" tall soft-foam target, all the alien, extraterrestrial that shoots 3 harmless plastic balls & ringing bell for scoring! #26144955.95



ALIEN PAPERBACK

ALIEN

In honor of the movie, here you receive...



ALIEN PAPERBACK Alan Dean Foster provides the novel in the depths of space the crew of the Nostromo encounters an awesome galactic horror. The real horror begins when they meet the alien within! #2136192.35

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THE BOOK OF ALIEN Here are the designs, sketches and blueprints rendered by four of the top fantasy illustrators in the western world: **Moebius**, **Cecil Poon**, **Ron Cobb** and **H.J. Giger**. And there are interviews with the Art Directors, Costume Designers, Producers, Directors and Screenwriters. A 95 page soft-cover with 50 in full color! #2137657.45



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ALIEN: THE ILLUSTRATED STORY **Walt Simonson** and **Archibald Goodwin** have teamed up to bring you **Alien** in full color, vibrant illustrations! A story not to be imagined in your wildest dreams or nightmares! Relive the movie through **Walt Simonson's** superb illustrations and **Archibald Goodwin's** last style! #2137753.95

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SUPERMAN THE WORLDS #1 SUPERHERO**

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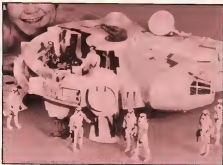
THE MILLENNIUM FALCON Han Solo's deadly freighter-fighter is reproduced in all the incredible detail lavished on it by its creator, John Dwyer. This enormous 18"x33" model has an illuminated detailed control room, swivel laser turrets with full extender detail, illuminated rocket exhausts, hinged entrance hatch and ramp, retractable landing gear, movable radar sensors and the detailed figures of Lando Skywalker, Han Solo and Chewbacca! Build this authentic Star Wars design spaceably. 2" C batteries not included and assembly is required! #D3285/14.50

IMPERIAL TROOP TRANSPORTER

IMPERIAL TROOP TRANSPORTER The electronic "hovercraft" troop transporter of the Imperial Stormtroopers is ready to swoop down on unsuspecting Rebel and Alliance bases! This transporter carries 11 action figures, has 6 special electronic sounds that simulate the real sounds from Star Wars such as the laser, engine and battle noises plus the voices of C-3PO, Stormtroopers and R2-D2's beeps! Each sound is activated by its own button. The front hatch opens to reveal a detailed control area with seats for 2 troopers. The extended laser gun and the rotating radar dish work in tandem. 6 slide compartments hold captured prisoners and a rear compartment houses droids. This model comes with two prisoner immobilization units that fit on the heads of action figures so they can be brought by the Empire! This highly detailed kit is molded in high impact grey and red plastic! Order Now! Action figures not included. Uses one "C" battery, not included. Assembly required! #D195321.80



NEW!



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MILLENNIUM FALCON SPACEBOP This big, sophisticated "open up" model of Han Solo's famous Millennium Falcon is a genuine model that's a whopping 17"x33"x22"! Prohibition sets the "bottle alert" when enemy TIE fighters are in the area. Cockpit has a flip open canopy with seats for Han Solo and Chewbacca. The radar dish manually delivers 360°! This enormous model has retractable landing gear, a hinged entrance ramp. Rear deck panel lifts to give access to the rear cabin where tables and chairs are ready for a game of space chess. The cabin floor lifts away to reveal a secret compartment to hide the action figures from searches by the Imperial Stormtroopers. Fit your action figures into the command chair below the laser cannon which clicks as it follows enemy craft. The Millennium Falcon has all the detail of the original ship. Action figures are sold separately. 2" AA batteries not included. Assembly required! #D6194/327.80

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NEVER AGAIN.

An Editorial

Only once before in the 22-year history of Warren Publishing Company have we run a political editorial. That was back in 1972, when we published a series of full-page statements urging our congressmen to stop the Vietnam war.

Now, 8 years later, we feel it is time once more to express an opinion we think is important to Americans, to our government, and to the rest of the world.

The above picture (taken by photographer Kaveh Golestan for TIME Magazine) shows two Iranians using our American flag to haul a load of trash from the occupied U.S. embassy in Iran.

At the time this editorial was written (late November) Iran's leader Ayatollah Khomeini is

threatening to kill 50 captive American hostages if the U.S. intervenes militarily to save them. Our flag is being used to carry garbage by arrogant mebs shouting "Death to Carter!" We, of course, have no way of knowing the status of our hostages when this magazine goes on-sale late in January. But we do know how we feel about anyone, or any meb, or any country's lunatic leader threatening American lives or destroying American flags.

We don't like it--and we won't tolerate it. We won't be pushed around. We won't be blackmailed by Iranian oil. We won't be threatened.

Our American countrymen alive or Khomeini and his henchmen dead.

James Warren
President
Warren Publishing Co.